EASTERN
FRONT
1941

AT 3:15 AM ON JUNE 22, 1941, the German army launched the invasion of the Soviet Union, code-named Operation Barbarossa. For the next three months, the Blitzkrieg carried the Germans deep into Russia, wreaking enormous destruction upon the Red Army. Then the Russian winter intervened, and after a last-gasp offensive that reached the very gates of Moscow, the Germans were thrown back. By April of 1942, after nine months of desperate warfare, six million men and women lay dead. But in May the Germans mounted a second offensive—and by March of 1943 the death toll had doubled, while Russia was stronger than ever. This was Gotterdammerung: the death of Titans. EASTERN FRONT (1941) recreates Operation Barbarossa.

LOAD the EASTERN FRONT (1941) cartridge into your ATARI Home Computer as explained in your computer owner's guide. Plug a joystick controller into Controller Jack 1.

Note: If you have either an ATARI Disk Drive or ATARI Program Recorder, you can save games in progress, but they can be saved to diskette *only* if your disk drive is turned on *before* your computer is turned on. Be sure to read SAVING A GAME, below, before beginning your game.

LEVELS OF DIFFICULTY. There are six levels of game difficulty: LEARNER, BEGINNER, INTERMEDIATE, ADVANCED, EXPERT 1941 and EXPERT 1942. When you first turn on your computer, the play screen shows the level of difficulty as LEARNER. To choose any other of the first four levels, press the SELECT key until the desired level appears. To choose the fifth level, press SELECT until you reach EXPERT, then press START. To choose the sixth level, press SELECT until you reach EXPERT, press START, then press SELECT again.

STARTING AND EXECUTING ORDERS. Press the START key to begin the game, and to execute your orders during the game. (Pressing START also returns you to the opening play screen when you press it at the end of a game.) Press the space bar on your computer to cancel orders during the game.

SAVING A GAME. DISK DRIVE: Insert a formatted diskette containing Disk Operating System (DOS) files, but *without* an AUTORUN.SYS file, into your drive. Then load the EASTERN FRONT (1941) cartridge into your computer and begin to play. Later, when you want to save your game, press OPTION on the computer.

To resume the game at another time, insert the diskette on which you saved your game. Then load the EASTERN FRONT (1941) cartridge. Let the opening play screen come up, then press OPTION. The old game reloads into your computer, so you can pick up where you left off.

PROGRAM RECORDER: You don't need to turn on your recorder until you wish to save your game. At that time, insert a blank cassette tape into the recorder, and press OPTION on your computer. When the computer sounds two beeps, press RECORD and PLAY on the recorder simultaneously, then press RETURN on the computer to save the game to cassette.

To resume the game later, insert the cassette on which you saved your game and rewind it to the beginning. Then load the EASTERN FRONT (1941) cartridge. Let the opening play screen come up, and press OPTION on the computer. When the computer sounds one beep, press PLAY on the recorder, then RETURN on the computer. The old game reloads into your computer, so you can pick up where you left off.

The objective of EASTERN FRONT (1941) is to move German armies across Russia to capture Moscow and other cities.

THE MAP. On your screen is a map of Russia and environs. In the center of the screen is a square orange cursor. Moving the joystick moves the cursor; when the cursor reaches the edge of the screen, more of the map is revealed. A white boundary marks the edge of the map.

On the map, cities appear as groups of tiny rectangles. (Though obscured by an occupying army unit, a city reappears when the unit moves.) Russian cities are red; the city of Warsaw in Poland is white. Swamps are groups of Vs; mountains are triangles.

Military units come in two shapes and two colors. Squares with Xs in them are infantry; squares with squares are armor or cavalry. Russian units are red; German units are white.

Note: At the Learner's level, there's only one Russian and one German unit.

INSPECTING THE UNITS. Place the cursor over any army unit and press the red joystick button. Three things happen:

1. The unit vanishes, revealing a yellow cross if the unit was German, or the terrain beneath if it was Russian.

2. The cursor lights up to show that a unit's there.

3. Vital information concerning the unit appears in the dark orange strip at the bottom of the screen. This information includes the army's name, its muster strength, and combat strength.

Muster strength tells how many men, guns, and tanks the army has. Combat strength tells how well they fight together. There's a difference between muster strength and combat strength because wars are fought by people—and the longer people are in battle, the more mistakes they make. That's when combat strength starts to fall.

Unit names are given only to make the game more realistic, and don't affect the game in any way. The type of unit *is* important, because infantry units (squares with Xs) move more slowly than armor or cavalry (squares with squares).

A city's name appears in the yellow strip at the bottom of the screen if you place the cursor over the city and press the red button.

GIVING ORDERS. The yellow cross that appears when you press the red joystick button is the Maltakreuze, or Maltese cross, a symbol of Germany for many years. In EASTERN FRONT (1941) it marks out the path of a German army.

While holding down the red button, give an order by moving the joystick up, down, right, or left (but not diagonally). The Maltakreuze moves one step in the chosen direction with an acknowledging beep. If you continue to hold the button down and move the joystick (in any of the four directions), the cross continues to move, step by step. A green arrow also travels the chosen path so you can see your complete move. Although you can enter up to eight steps for any army at one time, under normal conditions only three or four can be taken during any single turn, leaving the remainder to be taken in succeeding turns—even if they're no longer needed. It's a good idea to avoid long series of steps, and to review each army's orders each turn.

If you want to change an order not yet executed, or if you make a mistake, place the cursor over the chosen army, hold down the red button, and press the space bar on your keyboard. The Maltakreuze will return to the cursor's location and you can start again.

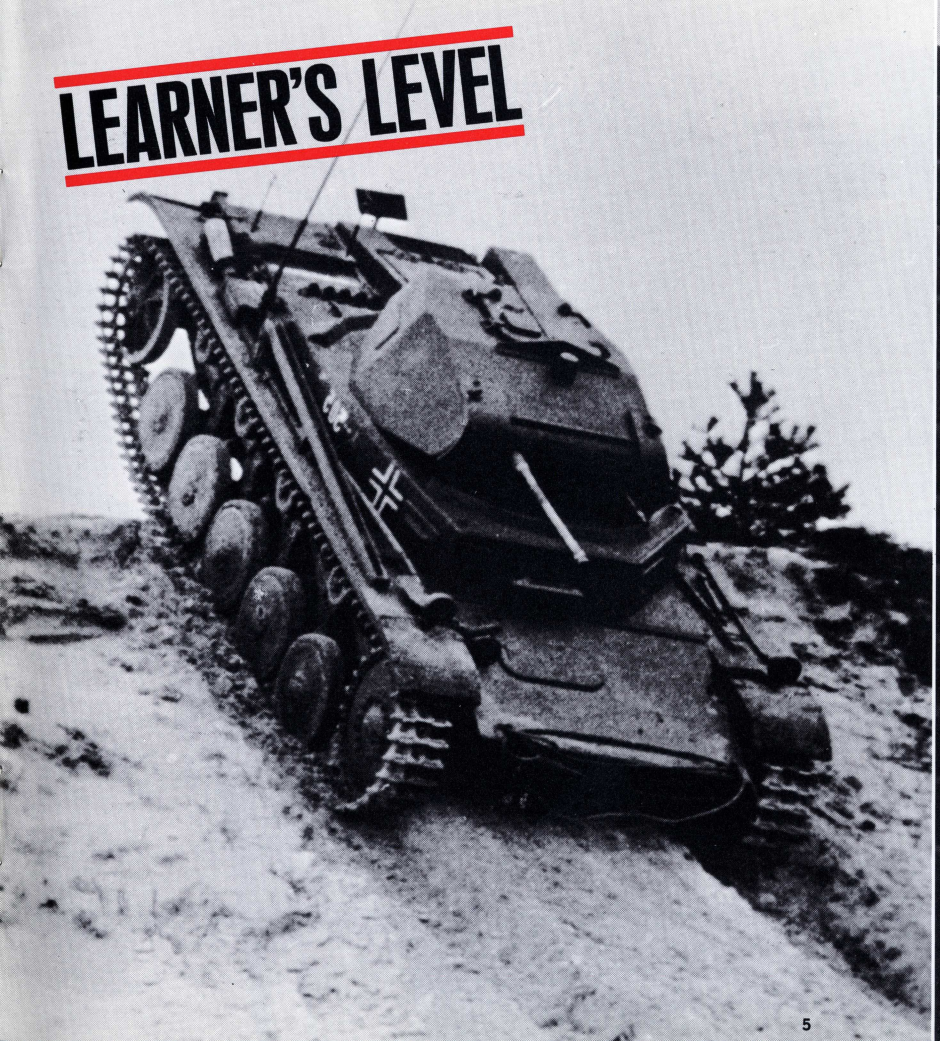
If you want to add more orders to ones already issued, return the cursor to the chosen army and proceed in the normal fashion. However, the Maltakreuze will not reappear until the previous orders have been shown.

EXECUTING ORDERS. After you've entered the orders for your chosen armies, press the START button. The computer, which follows your orders for the German armies but controls the Russian armies itself, needs a certain amount of time to decide its strategy, and if you ask it to execute your orders before that time is up, it shows the message SORRY, I AM NOT READY YET! in the yellow strip. If this happens, wait until the message becomes GO AHEAD, I AM READY NOW! and press START again. The message becomes EXECUTING MOVE and all armies attempt to do what they were told. If opposing armies make contact with each other, the computer resolves their battle according to the rules of actual combat, makes the sound of a gunshot, and flashes the defending army in solid color. During a typical turn, many battles are fought, resulting in a barrage of shots and flashes.

At the end of every battle, the date at the top of the screen jumps one week and your score is shown at the left of the orange strip.

SCORING. At the end of the game, your final score is shown at the left of the orange strip. Your score is based on the number of Russian armies you destroyed, and other factors which change from level to level. At all levels capturing and holding Moscow is worth 10 points. When captured, it turns white—as does any other captured city.

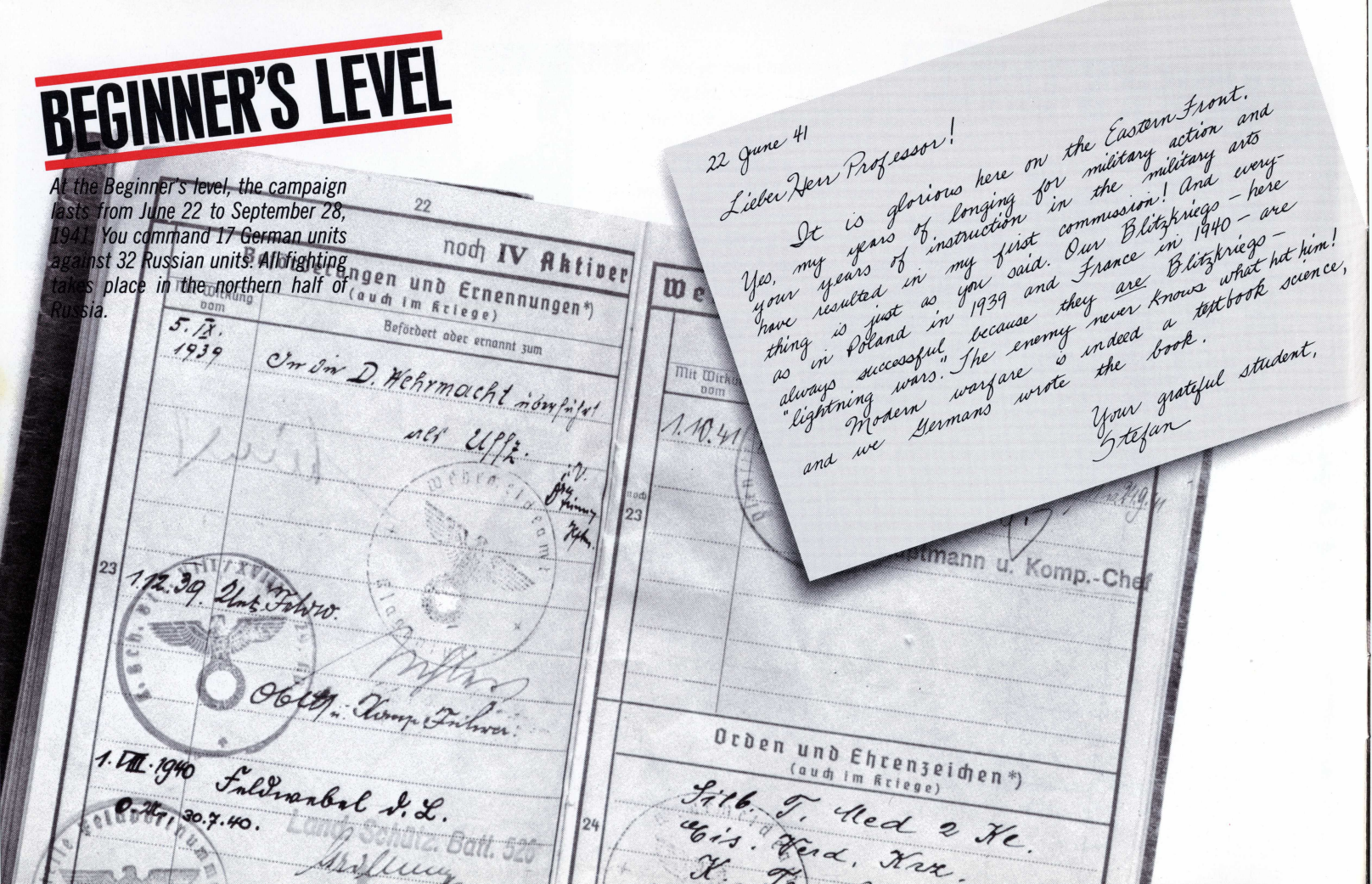
LEARNER'S LEVEL

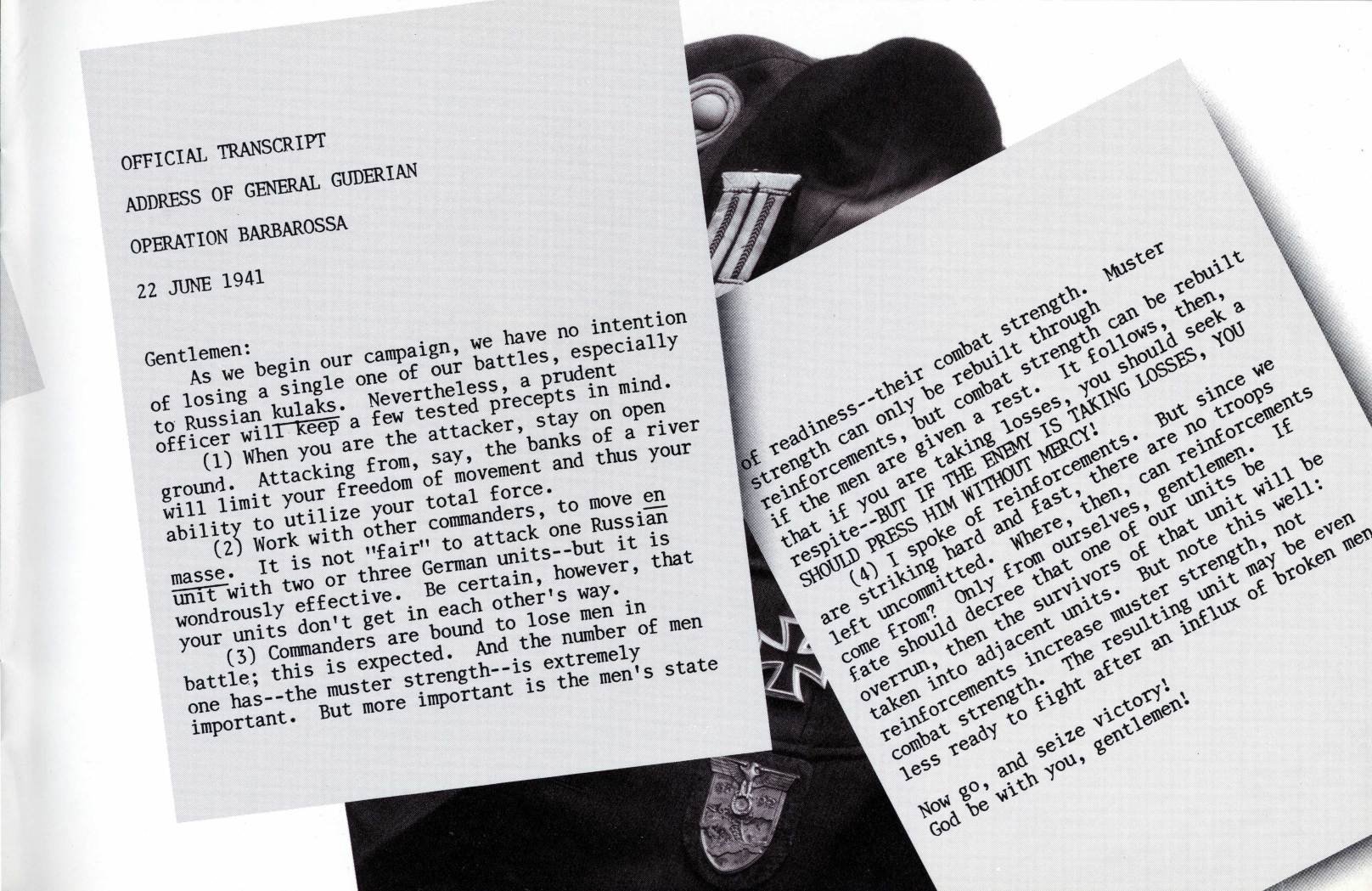


At the Learner's level, the campaign lasts from June 22 to September 28, 1941 or until you take Moscow. You are provided with one German army to fight one Russian army. Put your army through its paces to see what it can do. Tour the map to learn the lay of Russia, and try to prepare yourself for what lies ahead of you... as if anyone can prepare for total war....

BEGINNER'S LEVEL

At the Beginner's level, the campaign lasts from June 22 to September 28, 1941. You command 17 German units against 32 Russian units. All fighting takes place in the northern half of Russia.


22 June 41
Lieber Herr Professor!
It is glorious here on the Eastern Front.
Yes, my years of longing for military action and your years of instruction in the military arts have resulted in my first commission! And everything is just as you said. Our Blitzkriegs – here as in Poland in 1939 and France in 1940 – are always successful because they are Blitzkriegs – "lightning wars." The enemy never knows what hit him! Modern warfare is indeed a textbook science, and we Germans wrote the book.
Your grateful student,
Stefan
noch IV Aktiver
Beförderungen und Ernennungen*) (auch im Kriege)
Befördert oder ernannt zum
5.IX. 1939
Orden und Ehrenzeichen*) (auch im Kriege)



OFFICIAL TRANSCRIPT

ADDRESS OF GENERAL GUDERIAN

OPERATION BARBAROSSA

22 JUNE 1941

Gentlemen:

As we begin our campaign, we have no intention of losing a single one of our battles, especially to Russian kulaks. Nevertheless, a prudent officer will keep a few tested precepts in mind.

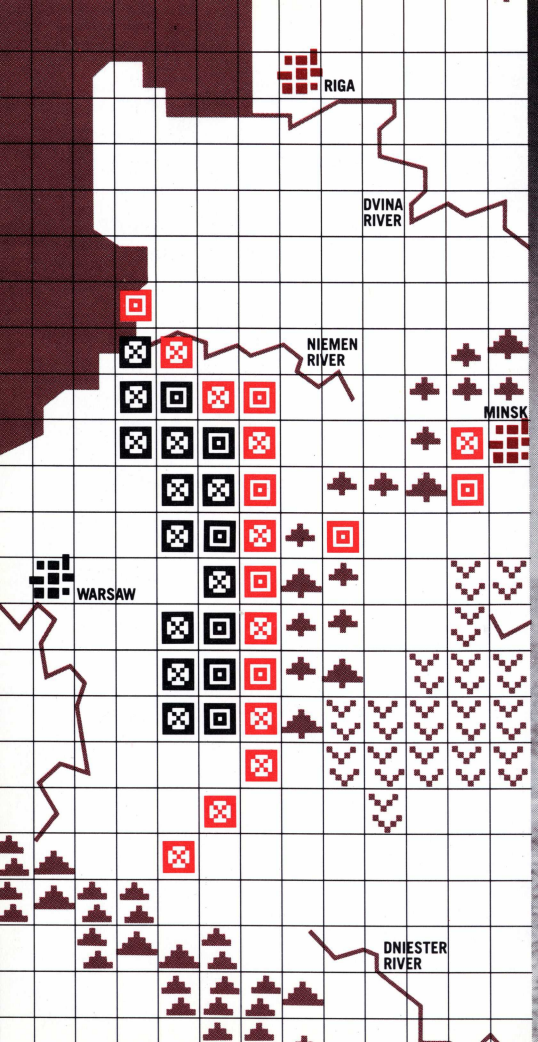
(1) When you are the attacker, stay on open ground. Attacking from, say, the banks of a river will limit your freedom of movement and thus your ability to utilize your total force.

(2) Work with other commanders, to move en masse. It is not "fair" to attack one Russian unit with two or three German units--but it is wondrously effective. Be certain, however, that your units don't get in each other's way.

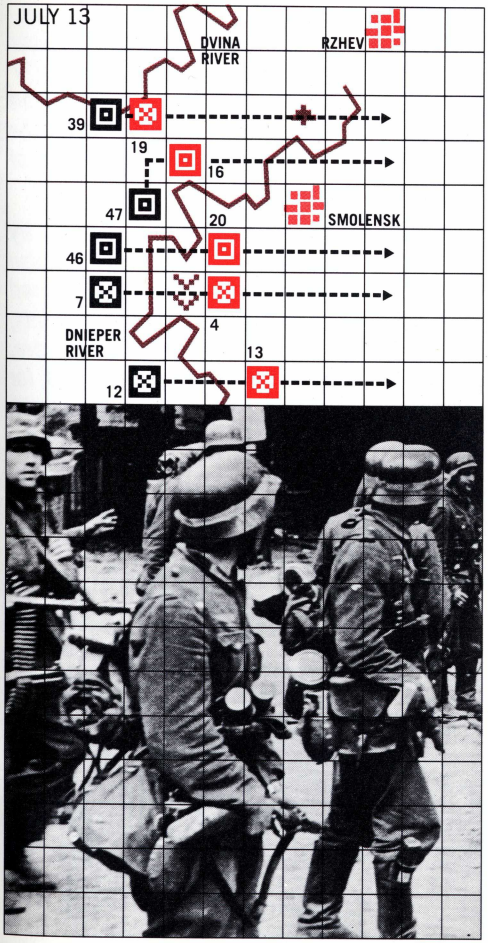
(3) Commanders are bound to lose men in battle; this is expected. And the number of men one has--the muster strength--is extremely important. But more important is the men's state of readiness--their combat strength. Muster strength can only be rebuilt through reinforcements, but combat strength can be rebuilt if the men are given a rest. It follows, then, that if you are taking losses, you should seek a respite--BUT IF THE ENEMY IS TAKING LOSSES, YOU SHOULD PRESS HIM WITHOUT MERCY!

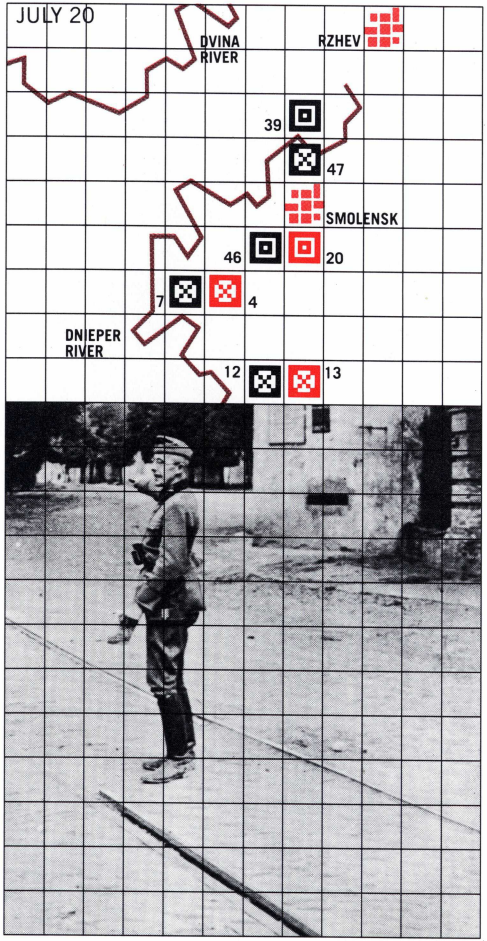
(4) I spoke of reinforcements. But since we are striking hard and fast, there are no troops left uncommitted. Where, then, can reinforcements come from? Only from ourselves, gentlemen. If fate should decree that one of our units be overrun, then the survivors of that unit will be taken into adjacent units. But note this well: reinforcements increase muster strength, not combat strength. The resulting unit may be even less ready to fight after an influx of broken men.

Now go, and seize victory!
God be with you, gentlemen!



Moving men can be tricky. The wide plains of Russia, called "steppes," are easily crossed, but other areas create slowdowns. Swamps cause the longest delays, followed by rivers and seacoasts, followed by mountains and forests, followed by cities. Armies can't cross lakes or the sea at all, except when using the crossing at the Kerch Straits connecting the Sea of Azov with the Black Sea.





WAR DIARY

PANZER GROUP GUDERIAN
JULY 13–20, 1941

July 13 found the Panzer Group on the banks of the upper Dnieper River. The crucial Orsha gap between the Dnieper and Dvina rivers was guarded by the Russian 19th and 16th Armies. 20th, 4th, and 13th Armies defended the far side of the Dnieper River. Colonel-General Guderian gave orders to attack all of these Russian armies. The German corps were ordered to sweep eastward, pushing the Russians in front of them. The tremendous strength of the German panzers would be sufficient to destroy all opposition.

Guderian's orders produced a successful advance. 39th and 47th Panzer Corps, attacking Russian armies unprotected by terrain, crushed them easily and penetrated as far as Smolensk. 46th Panzer Corps had to fight its way across the Dnieper River and so did not make much progress. 7th Infantry Corps spent most of the week struggling through the swamps and so accomplished little. 12th Infantry Corps successfully crossed the Dnieper and drove back the 13th Russian Infantry Army, but did not destroy it.

INTERMEDIATE LEVEL

At the Intermediate level, the campaign lasts from June 22 to September 28, 1941. You command 30 units (27 German and 3 from your Rumanian allies) against 66 Russian units. The battleground now covers the whole of Russia.

At the Intermediate level, you must try to capture not only Moscow, but also Leningrad in the north and Stalingrad in the south. Moscow is worth 10 points, the other two 5 each. Furthermore, your own losses become important, for you lose points every time German soldiers die.

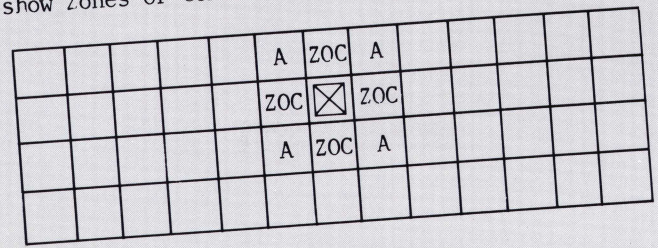
"An inspector from Berlin? But I assure you, all my maps are in order.--Mark them? In the standard manner.--Certainly I can show you.

"Here are our positions, and those of the Russians. Each symbol is a standard German or Russian unit composed of thirty to fifty thousand men. Naturally, if one were to fly above the battlefield, one would not see all fifty thousand clumped together--most of the men are on the front lines, but many others are spread out behind them.

"Now I could of course show this in detail, but it would make the map difficult to understand. Furthermore, in actual practice, these masses of men do move as units. So unit symbols are the convention.

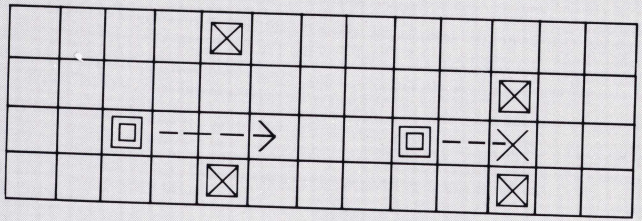
"Still, the area controlled by a unit is more amorphous than the square unit symbol can show. So it is understood that a 'Zone of Control' surrounds each symbol. It is as if each symbol has an invisible halo, to represent the flow of men around the center of the unit.

"When generals map out their strategies, they show Zones of Control as follows:



"You see? The squares marked ZOC are in the Zone of Control, and the squares marked A are in the zone if another unit also covers that square with a ZOC or an A. These are only conventions, of course, but they really work very well.

"For example, we find that a unit can be expected to move past enemies if it passes through just one Zone of Control, but it cannot pass through two zones in a row. See here:



"This gives a more accurate picture of war than that held by most civilians. Zones of Control show that movement is more difficult than at first appears--one must move in wider arcs to encircle the enemy. On the other hand, it is that much easier to cut their supply lines once you do encircle them. And if one cuts a single enemy army off from its fellows, only two corps, one to each side of it, are needed to finish it off--their Zones of Control keep it from escaping.

"So: you are satisfied? Good, because I--the Quartermaster? How should I know? With all respect, mein Herr, you must find him yourself."

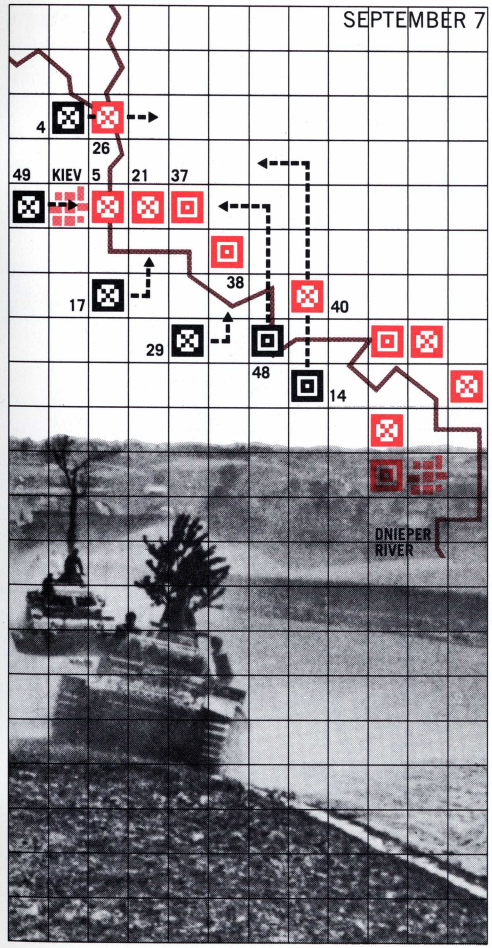
"Ah, Herr Inspektor, do come in. We in the Quartermaster's Corps always 'aim to please,' heh.

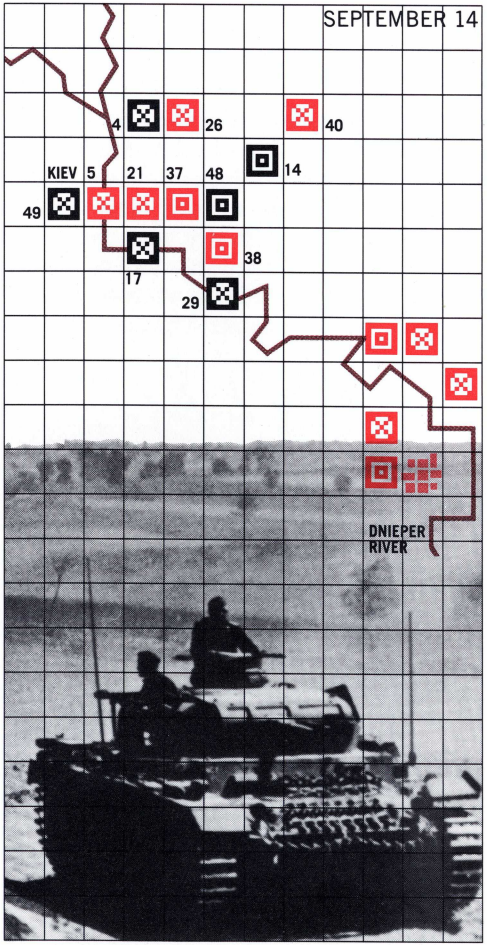
"Yes, what you say is true: modern war depends heavily upon the prompt supply of materiel. Why, just one of our corps requires one hundred and fifty tons of supplies every day! Ammunition, food, fuel, clothing, weaponry, medical supplies, and spare parts--for all this and more must we keep our supply lines open. But it is ammunition above all that we must have--a machine gun runs through 20 kilos of bullets in five minutes.

"Ah, yes, I understand your concern about the supply lines, but I cannot show them on your map because they change week by week. The most I can say is that, naturally, one tries to run them from each unit straight back to the west (or east, in the case of the Russians). Terrain does not affect them, but enemy units can force us to make detours. On a map like yours, I would also mark the enemy's Zones of Control--you understand Zones of Control?--but our units are unaffected by their zones when it comes to supply. The only real problem arises when a supply line must detour too often--then there is a chance that it may be choked off. If that happens, the affected unit's combat strength is cut roughly in half, so blockades and encirclement are primary tactics in our war.

"But I don't understand why you need to know this. Surely my repor

(Transcriber's note: notebook taken from Russian spy's body after he was shot trying to escape.)





WAR DIARY

17TH ARMY
SEPTEMBER 7–14, 1941

By September 7, 17th Army had reached the banks of the Dnieper River below Kiev. The Russians were drawn up in strong defensive positions all along the opposite shore. However, four Russian armies (5th, 21st, 37th, and 38th) were grouped just east of Kiev. A long stretch of the river was guarded only by the Russian 40th Army. Moreover, two Panzer corps, 14th and 48th, were concentrated across the Dnieper from this army. A golden opportunity for a grand encirclement presented itself. No time was wasted. The Panzer corps were both ordered to strike north, cross the Dnieper, and encircle the Russian armies east of Kiev. The northern arm of the encirclement was to be provided by 4th Infantry Corps attacking out of the Pripet Marshes.

The attack went off with clockwork precision. 14th Panzer Corps drove 40th Army back in hard fighting, clearing the way for 48th Panzer Corps to swing into the rear of the Russian armies at Kiev. 4th Infantry Corps successfully pushed far enough forward to close the trap. 49th, 17th, and 29th Infantry Corps all moved up to pin the Russians in position. Four Russian armies were now out of supplies and would easily be reduced.

ADVANCED LEVEL

At the Advanced level, the campaign lasts through the winter, from June 22, 1941 to March 29, 1942. You command 42 units against 96 Russian units.

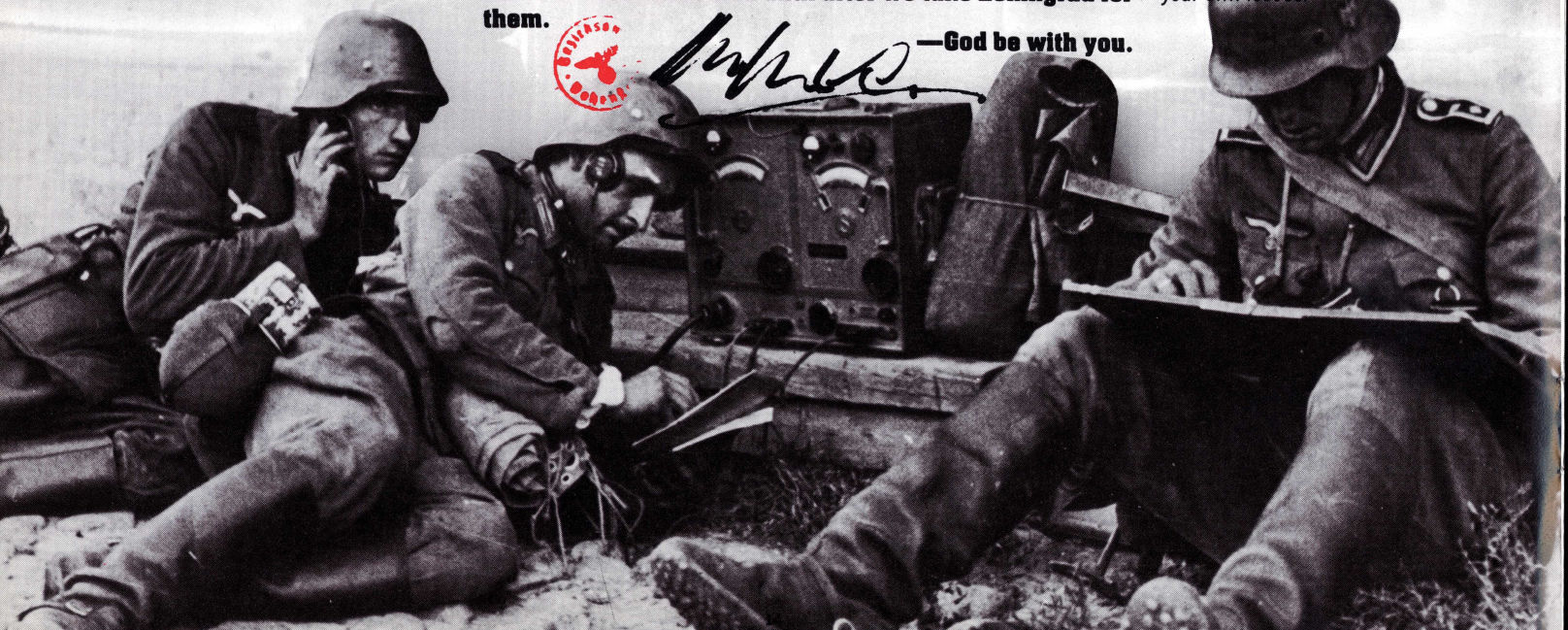
ZU: ALLE OFFIZIEREN **VON: DAS KOMMANDANT**

As of this date, your responsibility for the conduct of this campaign is increased, as is the number of units under your command. Most reinforcements will come from our Polish territory, though several units will arrive from Rumania. Also, we will finally be receiving aid from our allies. The Italians will provide one corps and the Finns two, though the Finns will be utilized solely for the defense of their homeland until after we take Leningrad for them.

—God be with you.

As in the Intermediate game, you get 10 points for capturing and holding Moscow, and 5 points each for Leningrad and Stalingrad. You now also receive 5 points each for the more distant cities: Gorky, Kazan, Kuibishev, and Krasnodar. All other cities are worth 2 points each.

You receive more points for destroying Russian armies. You lose points for your own losses.



ADDRESS OF GENERAL GUDERIAN

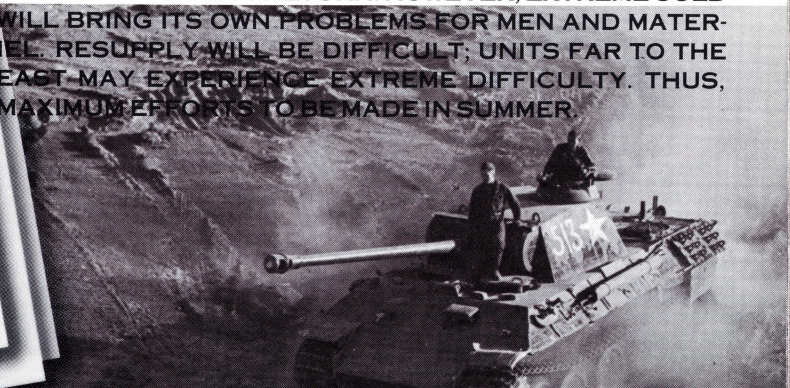
Gentlemen:
We have now come to the most dangerous phase of our war. In the past, our espionage apparatus has given us extremely accurate assessments of the enemy's strength. Now, however, having made full use of that information, we have routed the Russian armies; and though this is good news in one sense, our very success has led them to regroup in units about which we know very little. It is true that our Fliegerkorps can scout them, and has done so, but estimates from the air can only be approximate; we will not know what we are up against in future engagements until we actually meet the enemy face to face. This is called, poetically but not imprecisely, the "Fog of War."
Before each battle, I will ensure that you receive the most accurate information available at that time regarding enemy combat strength and muster strength--and with each battle our accuracy will increase--but be aware of this uncertainty.

Most of the reinforcements appear in Poland at the western edge of the map; a few appear in Rumania. A blinking asterisk appears in the yellow strip to mark the arrival of each new unit. It disappears when you've made use of the reinforcement.

The muddy season is shown by gray ground; the winter season by white ground. In the spring the rivers unfreeze and run blue again.

TOP SECRET!
FROM: FLIEGERKORPS WEATHER COMMAND
TO: ALL COMMANDERS

AS KNOWN, WEATHER COMMAND ENGAGED IN PRODUCING LONG-RANGE FORECASTS. AS OF 22 JUNE 1941, WE PREDICT FOR EASTERN FRONT: LONG DRY SUMMER, BENEFICIAL FOR SUSTAINED ADVANCES. RAIN WILL COMMENCE OCTOBER; RESULT—MUD AND MUCH REDUCED MOBILITY. ADVISE RESUPPLY ALL BUT IMPOSSIBLE AT THIS TIME. WINTER WILL FOLLOW FAIRLY QUICKLY, EARLY TO MID-NOVEMBER. MUD WILL FREEZE AND SOME MOBILITY RETURN. HOWEVER, EXTREME COLD WILL BRING ITS OWN PROBLEMS FOR MEN AND MATERIEL. RESUPPLY WILL BE DIFFICULT; UNITS FAR TO THE EAST MAY EXPERIENCE EXTREME DIFFICULTY. THUS, MAXIMUM EFFORTS TO BE MADE IN SUMMER.



IN THE REMOTE DISTANCE, a thin black line stretched from one end of the horizon to the other, and was moving toward us like a wave rolling toward the shore.... Then the veteran shouted in a voice which paralyzed us with fear: "It's the Siberians! They're here! There must be at least a million of them!"

...Hals was trembling like a leaf, and Lindberg, his number-two man, seemed unable to handle the belt of [ammo]....

Lindberg's face was quivering, as if he were about to burst into tears. The veteran wasn't shouting any more. His gun was on the crook of his shoulder, his finger was on the trigger, and his teeth were clenched tightly enough to break....

By now we could hear the Russian cries distinctly—a huge, continuous *Ourrah!*

...the human tide continued to roll toward us, making our scalps crawl. Only the weight of our helmets kept our filthy hair from standing straight up on our heads....

"Prepare the grenades!" shouted the stabs [sarge]....

"It's useless!" shouted the veteran even louder. "We haven't got enough ammunition. We can't stop them. Order the retreat... while there's still time."

..."You're crazy!" answered the stabs... "keep firing, for the love of God!"

But the veteran had already... picked up the last magazine.

"...you go ahead and die right here, if that's what you want."

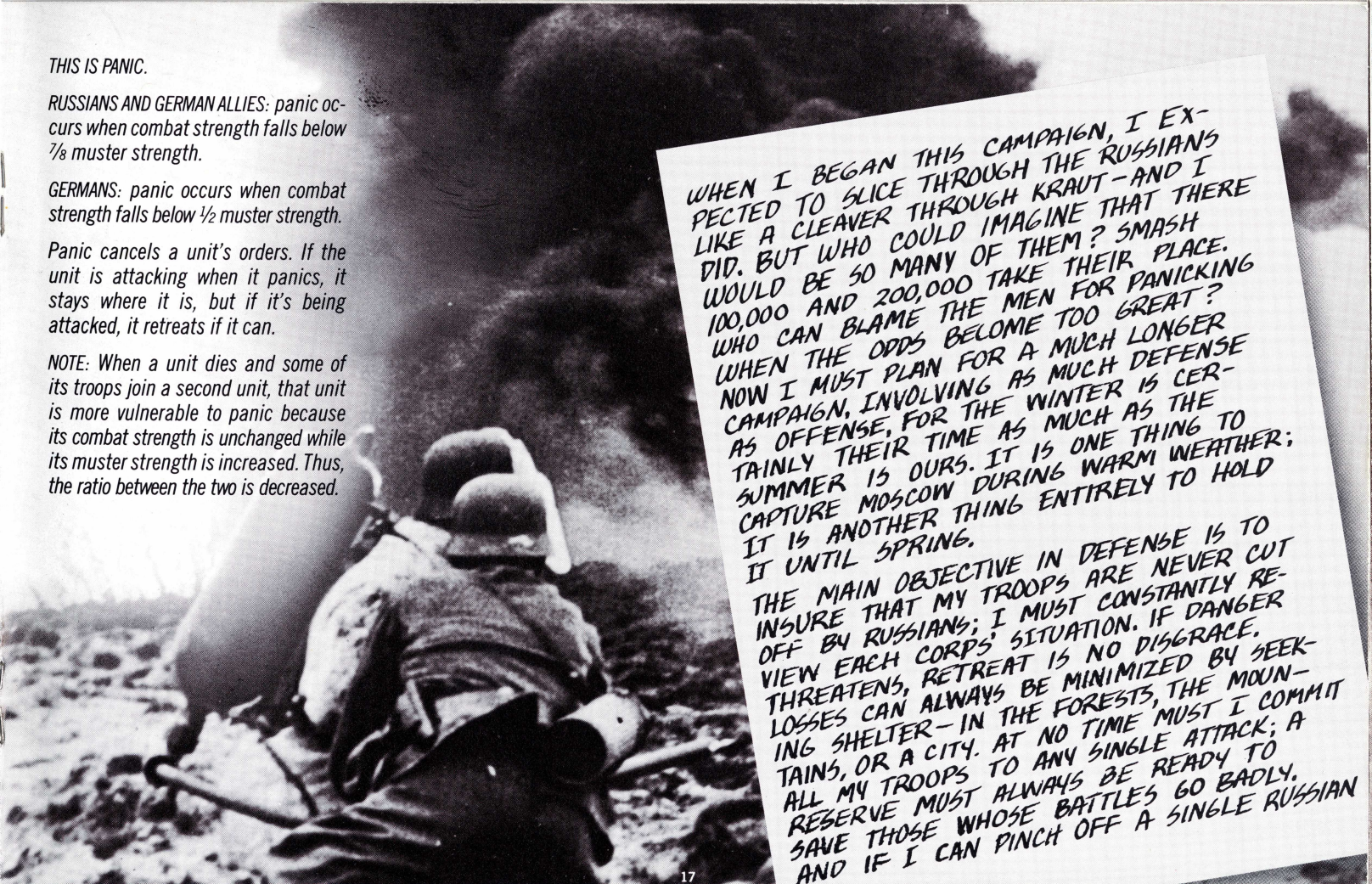
"No! No!" shouted the sarge.

The veteran had just jumped from the trench and was galloping toward the woods ... and calling for us as he ran. We grabbed our guns in frantic haste.

"Run!" shouted the Sudeten.

We all followed him.

—GUY SAJER, *THE FORGOTTEN SOLDIER*, 1967



THIS IS PANIC.

RUSSIANS AND GERMAN ALLIES: panic occurs when combat strength falls below 7/8 muster strength.

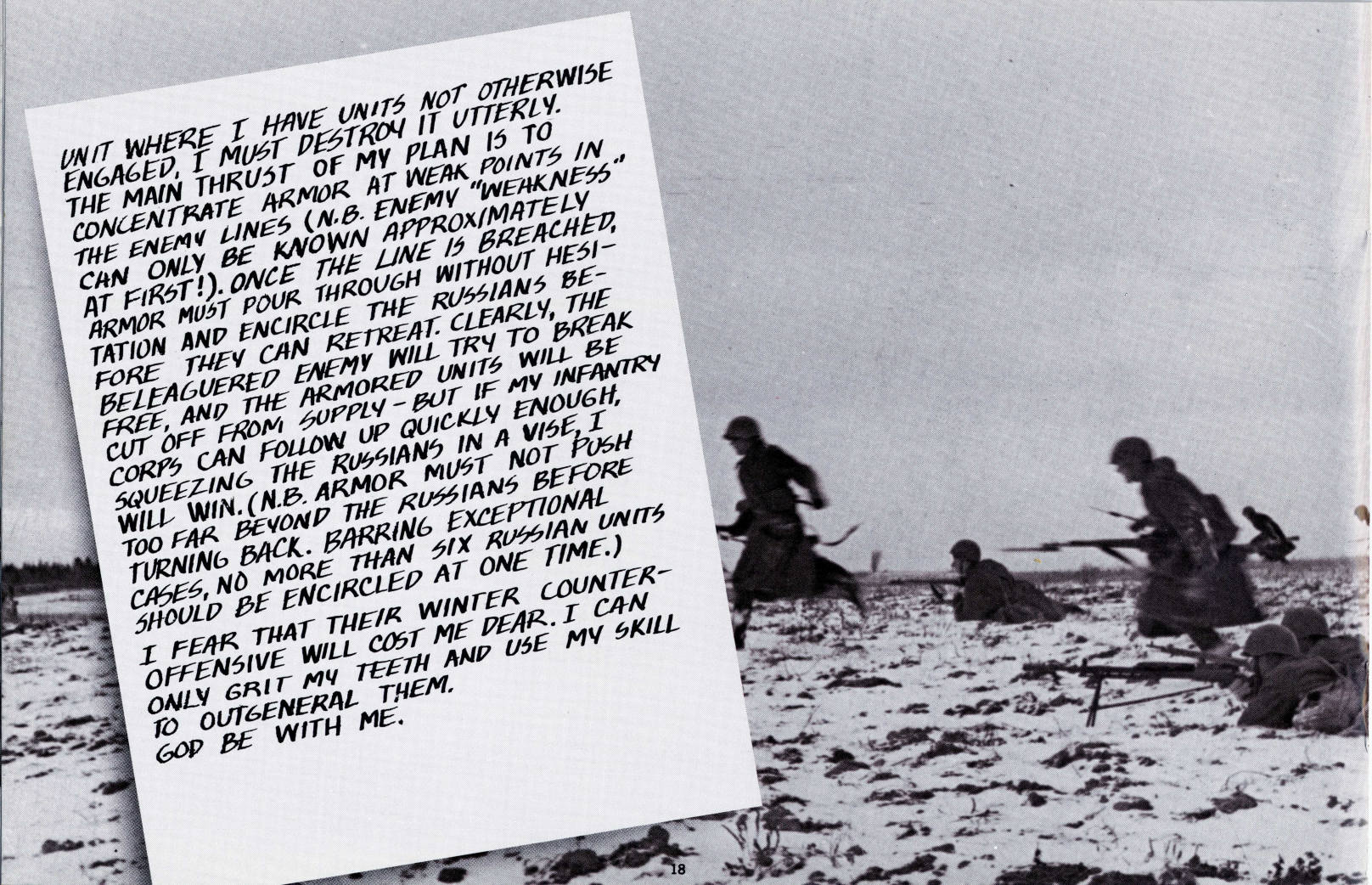
GERMANS: panic occurs when combat strength falls below ½ muster strength.

Panic cancels a unit's orders. If the unit is attacking when it panics, it stays where it is, but if it's being attacked, it retreats if it can.

NOTE: When a unit dies and some of its troops join a second unit, that unit is more vulnerable to panic because its combat strength is unchanged while its muster strength is increased. Thus, the ratio between the two is decreased.

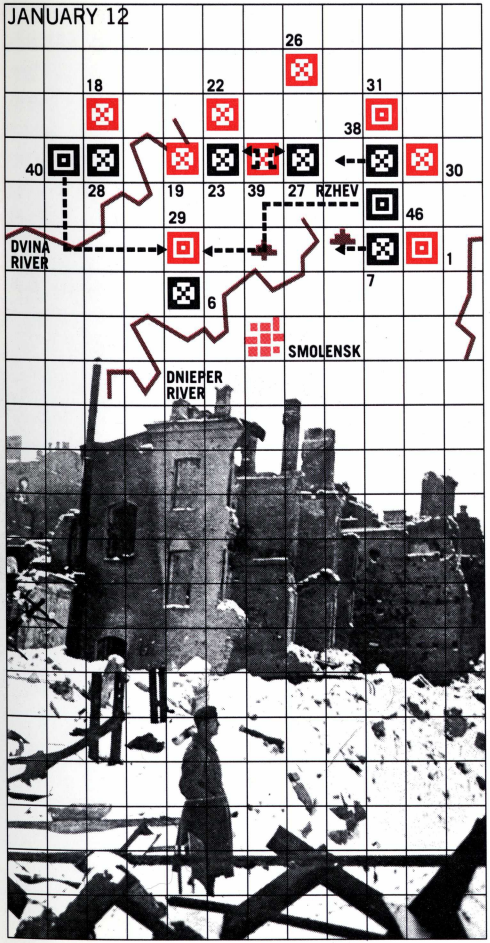
WHEN I BEGAN THIS CAMPAIGN, I EXPECTED TO SLICE THROUGH THE RUSSIANS LIKE A CLEAVER THROUGH KRAUT—AND I DID. BUT WHO COULD IMAGINE THAT THERE WOULD BE SO MANY OF THEM? SMASH 100,000 AND 200,000 TAKE THEIR PLACE. WHO CAN BLAME THE MEN FOR PANICKING WHEN THE ODDS BECOME TOO GREAT? NOW I MUST PLAN FOR A MUCH LONGER CAMPAIGN, INVOLVING AS MUCH DEFENSE AS OFFENSE, FOR THE WINTER IS CERTAINLY THEIR TIME AS MUCH AS THE SUMMER IS OURS. IT IS ONE THING TO CAPTURE MOSCOW DURING WARM WEATHER; IT IS ANOTHER THING ENTIRELY TO HOLD IT UNTIL SPRING.

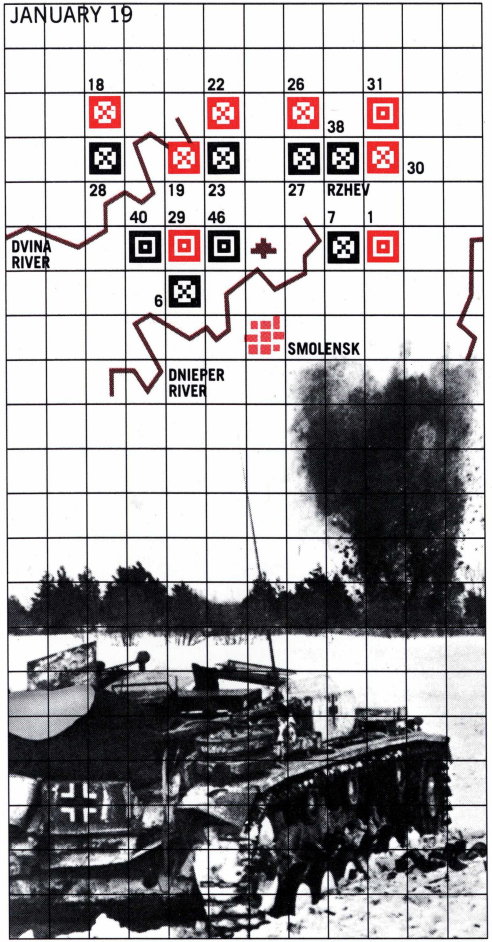
THE MAIN OBJECTIVE IN DEFENSE IS TO INSURE THAT MY TROOPS ARE NEVER CUT OFF BY RUSSIANS; I MUST CONSTANTLY REVIEW EACH CORPS' SITUATION. IF DANGER THREATENS, RETREAT IS NO DISGRACE. LOSSES CAN ALWAYS BE MINIMIZED BY SEEKING SHELTER—IN THE FORESTS, THE MOUNTAINS, OR A CITY. AT NO TIME MUST I COMMIT ALL MY TROOPS TO ANY SINGLE ATTACK; A RESERVE MUST ALWAYS BE READY TO SAVE THOSE WHOSE BATTLES GO BADLY. AND IF I CAN PINCH OFF A SINGLE RUSSIAN


UNIT WHERE I HAVE UNITS NOT OTHERWISE ENGAGED, I MUST DESTROY IT UTTERLY. THE MAIN THRUST OF MY PLAN IS TO CONCENTRATE ARMOR AT WEAK POINTS IN THE ENEMY LINES (N.B. ENEMY "WEAKNESS" CAN ONLY BE KNOWN APPROXIMATELY AT FIRST!). ONCE THE LINE IS BREACHED, ARMOR MUST POUR THROUGH WITHOUT HESITATION AND ENCIRCLE THE RUSSIANS BEFORE THEY CAN RETREAT. CLEARLY, THE BELEAGUERED ENEMY WILL TRY TO BREAK FREE, AND THE ARMORED UNITS WILL BE CUT OFF FROM SUPPLY - BUT IF MY INFANTRY CORPS CAN FOLLOW UP QUICKLY ENOUGH, SQUEEZING THE RUSSIANS IN A VISE, I WILL WIN. (N.B. ARMOR MUST NOT PUSH TOO FAR BEYOND THE RUSSIANS BEFORE TURNING BACK. BARRING EXCEPTIONAL CASES, NO MORE THAN SIX RUSSIAN UNITS SHOULD BE ENCIRCLED AT ONE TIME.)

I FEAR THAT THEIR WINTER COUNTER-OFFENSIVE WILL COST ME DEAR. I CAN ONLY GRIT MY TEETH AND USE MY SKILL TO OUTGENERAL THEM.

GOD BE WITH ME.



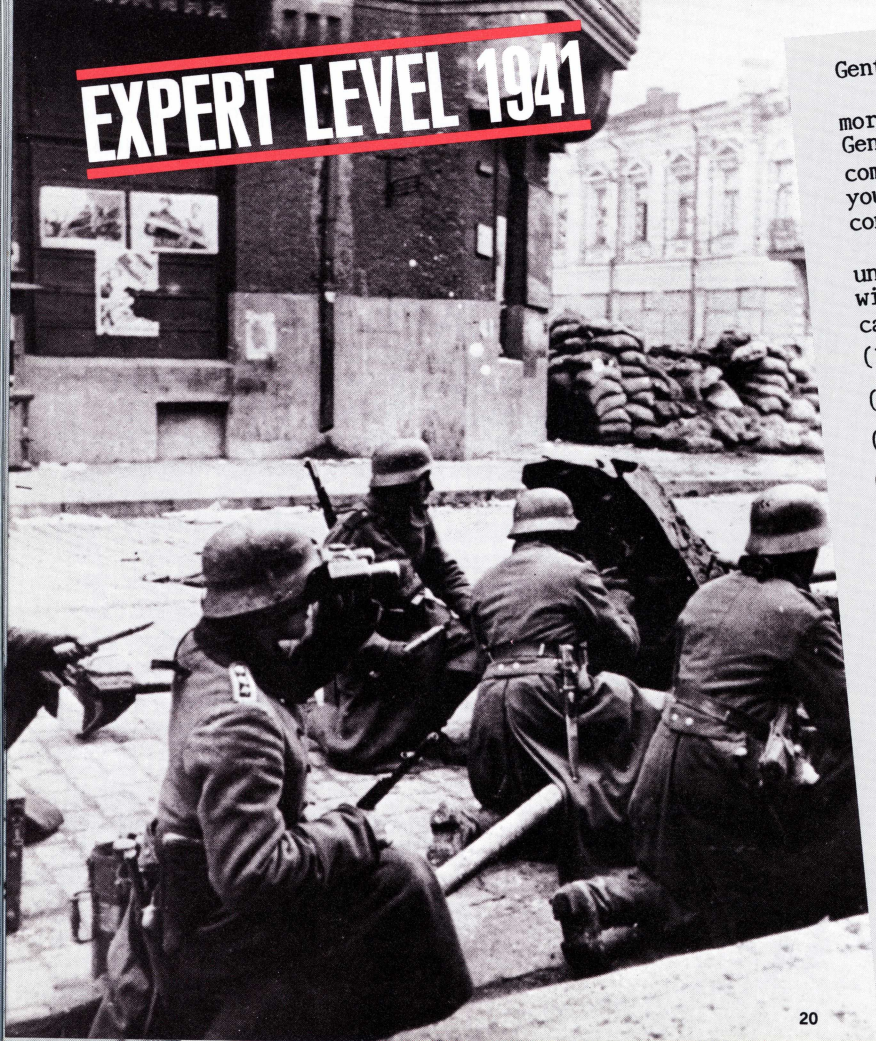


WAR DIARY

9TH ARMY
JANUARY 12–19, 1942

The situation was critical. The Russians made a major offensive and broke the German line. 6th Infantry Corps was driven far back, pursued by the Russian 29th Tank Army. 19th and 39th Russian Armies pushed through the hole and encircled 23rd Infantry Corps. If 23rd were destroyed, three Russian armies would pour through the hole and encircle the rest of the army around Rzhev. The newly arrived commander, General Model, intended to attack and destroy 39th Army with 27th Infantry Corps. He also gave orders for 40th and 46th Panzer Corps to pull out of the line and maneuver to cut off the Russian 29th Army. To shorten and strengthen the line, he ordered 38th and 7th Infantry Corps to pull back to Rzhev.

General Model's plan stabilized the situation. 23rd Infantry Corps was saved, while the Russian 39th Army was destroyed. 29th Army was surrounded and would certainly be destroyed the following week. The main line was weak but capable of holding until the Panzer corps returned.



EXPERT LEVEL 1941

Gentlemen:

This war has proved to be rather longer and more costly than we had anticipated. We of the General Staff continue to look forward with complete confidence to total victory, I assure you, but to achieve this noble goal we must now consider every detail of our plans.

In the past, orders have been given in an unacceptably general manner. This will cease. We will henceforth consider movement in four separate categories:

(1) Standard

(2) Forced march

(3) Assault

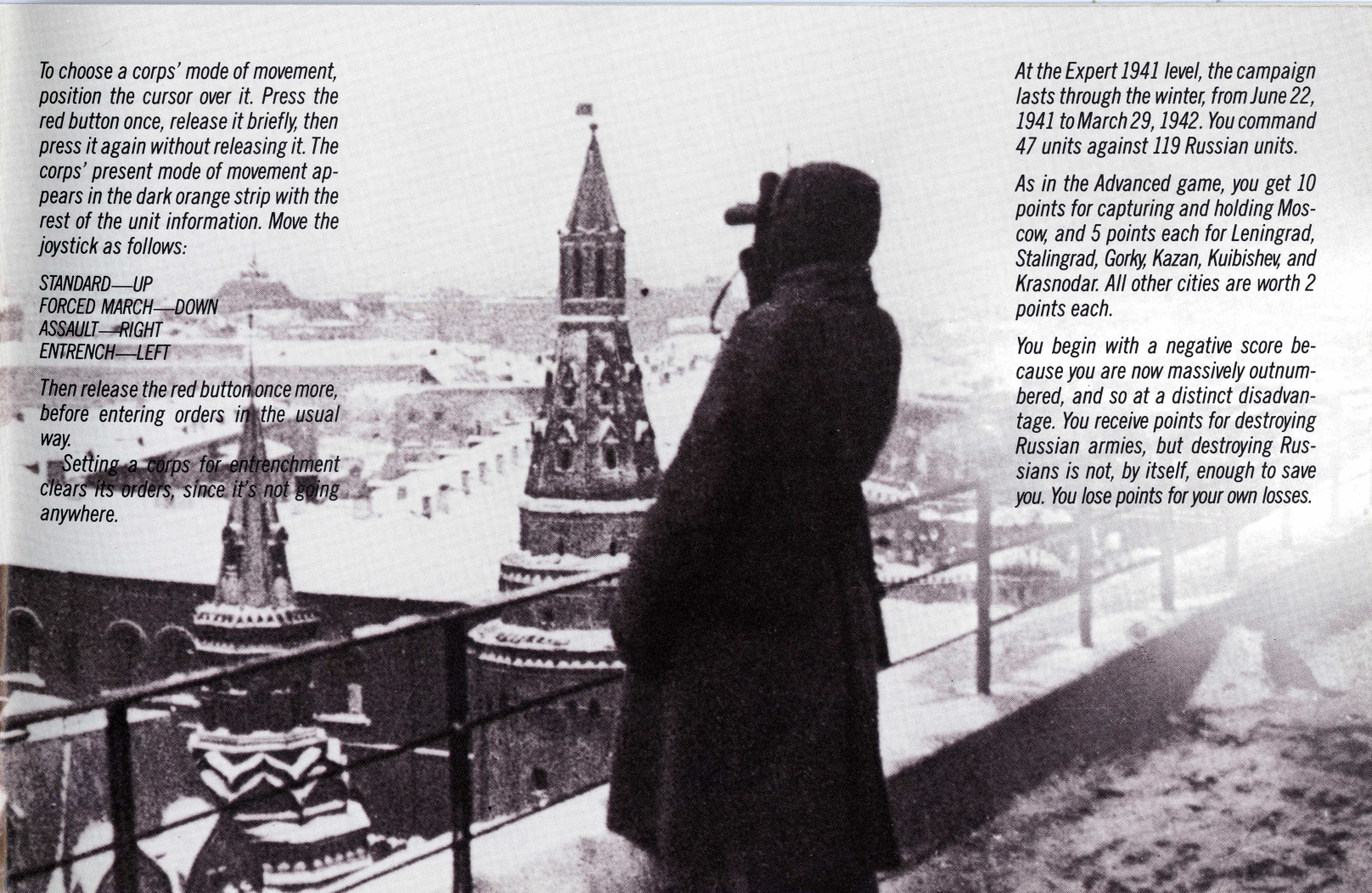
(4) Entrenchment

Standard movement is normal movement; units march, attack, and defend equally well.

Forced marches obviously result in greater speed of movement, but also cause a loss in combat strength; troops congregate on the roads, losing some of their mobility, and tend to get ahead of their artillery. Once a forced march ends, however, combat strength quickly returns. This procedure is primarily designed for infantry rather than Panzer corps.

Assaults put the emphasis on attack. The unit moves more slowly, and its defense capability is unchanged, but it hits very hard. There are, however, a higher number of casualties.

During entrenchment, the troops spread out and set up clear fields of fire for their machine guns as they dig in. This increases defensive strength, but clearly there can be no movement or ability to attack.



To choose a corps' mode of movement, position the cursor over it. Press the red button once, release it briefly, then press it again without releasing it. The corps' present mode of movement appears in the dark orange strip with the rest of the unit information. Move the joystick as follows:

STANDARD—UP
FORCED MARCH—DOWN
ASSAULT—RIGHT
ENTRENCH—LEFT

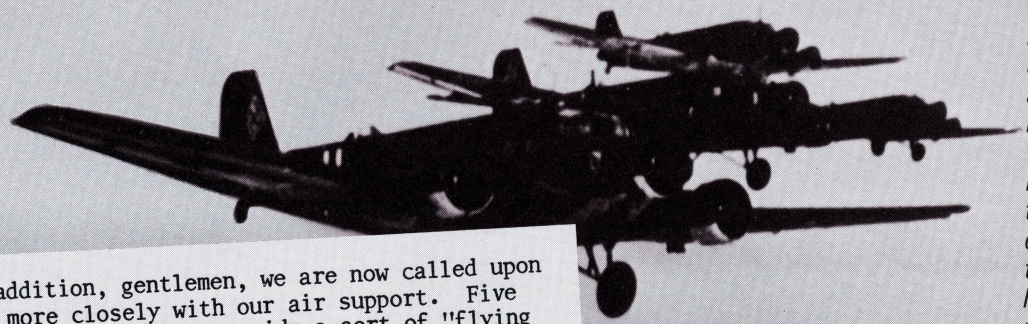
Then release the red button once more, before entering orders in the usual way.

Setting a corps for entrenchment clears its orders, since it's not going anywhere.

At the Expert 1941 level, the campaign lasts through the winter, from June 22, 1941 to March 29, 1942. You command 47 units against 119 Russian units.

As in the Advanced game, you get 10 points for capturing and holding Moscow, and 5 points each for Leningrad, Stalingrad, Gorky, Kazan, Kuibishev, and Krasnodar. All other cities are worth 2 points each.

You begin with a negative score because you are now massively outnumbered, and so at a distinct disadvantage. You receive points for destroying Russian armies, but destroying Russians is not, by itself, enough to save you. You lose points for your own losses.



In addition, gentlemen, we are now called upon to work more closely with our air support. Five Fliegerkorps units will provide a sort of "flying artillery" for us, aiding ground corps under duress. Unlike the British and American air forces, which specialize in strategic bombing, our Fliegerkorps are designed for tactical air strikes on the battlefield. Utilizing these Fliegerkorps fully will be strange, at first, for those of you accustomed only to ground-based strategy, but the results will be well worth the effort.

The Stuka is our most important close-support aircraft. It dives directly down onto its prey and drops its single bomb with pinpoint precision. This has a terrifying effect upon its victims, since the Stuka is equipped with sirens that howl fiendishly as it dives. Many Russians, unable to withstand the tension of waiting out the dive, crack and run.

Airplanes are formidable only while flying, gentlemen. Under no circumstances must you allow the enemy to engage them while they are on the ground at their bases. If you do, severe losses will result.

That will be all for today, gentlemen. Go and seize victory! God be with you!

The five Fliegerkorps appear in Poland near the west edge of the map. They are distinguishable by a new symbol, a square with a cross inside, which represents a Fliegerkorps' landing base. You can move a Fliegerkorps base only in forced march mode. In assault mode the base remains in place, and its orders are interpreted differently from those of a ground unit: you move its Maltakreuze to the ground unit you want it to help, and its strength is added to the ground unit. The amount of added strength depends on the initial distance between the two units.

For example, if the ground unit is immediately adjacent to the Fliegerkorps base, it receives all the Fliegerkorps' strength—but if it's at the maximum effective distance (eight squares), it receives only one-fourth of that strength. If a Fliegerkorps is put into assault mode without specifying a ground unit to help, its strength is wasted on that turn. A Fliegerkorps boost stays with a ground unit even if the ground unit moves or retreats during the turn, but it dissipates after each turn.

THE EXPERT LEVEL presents the most accurate picture of war in the east in 1941. It also reflects the ultimate strategic goals that Hitler had in invading Russia. That is, in order to win the Expert 1941 game, you must achieve results most in keeping with Germany's long-term interests in 1941. What were those interests?

Germany in early 1941 was at war with Great Britain, not Russia. Russia and Germany had signed a peace treaty. Russia was shipping raw materials to Germany that were helping the German war effort. The question must then be asked—what did Hitler have to gain from attacking Russia? The answer is, very little indeed.

If Hitler could have conquered Russia at no cost to his army, he would have enlarged his empire considerably; there would have been vast economic gains in such a conquest. Hitler was motivated both by this economic prospect and by his hatred for Bolshevism. But his decision to invade was based on the assumption that the Wehrmacht could conquer Russia with minor losses. This was simply untrue. The fact was, the losses sustained on the Eastern Front might very well have been greater than the economic gains to be had from winning. And no matter what, victory against Russia would have helped not at all against the British. So the most optimistic reasonable assumption was that the invasion of Russia would result in burning out the finest army in the world—while a more

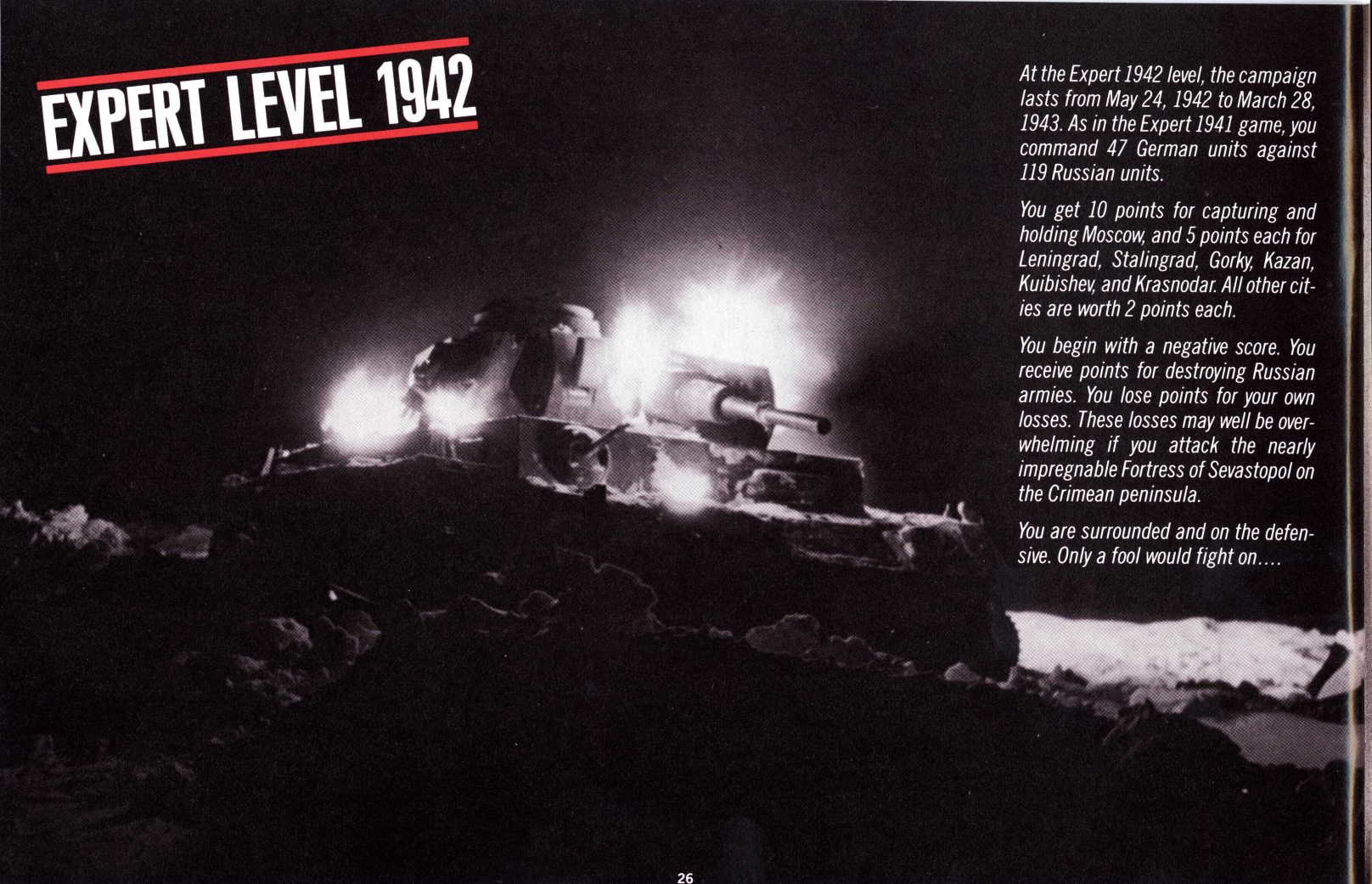
realistic assumption was that the invasion would tie down the army for years, draining Germany's economy and leaving her vulnerable to an attack from the west. And there was always the possibility of losing the war against Russia—a possibility completely discounted by Hitler. Yet that is precisely what happened. In short, there was really no way to win this war.

The point system in the Expert 1941 game reflects these brutal truths. You get very little benefit from destroying Russian formations—dead Russians don't help Germany. Instead, you're penalized for each Russian army left alive—after all, it's a threat to Germany as long as it survives. You also lose points for each casualty you sustain, because every lost soldier weakens Germany. The only way to make major gains is to capture cities, and since you're always at a disadvantage, this means you'll almost always get a negative score. In other words, you'll almost always lose. Does that seem unfair to you? Unjust? Stupid? Do you feel that nobody would ever want to play a game that he cannot possibly win? If so, then you have learned the ultimate lesson of war on the Eastern Front.

I JUST FOUND SERGEANT WEICH .... As I stumbled across him he was bleeding from his head like a pig. I dressed his wounds but he died under my hands. His last words still sound in my ears. With very precise enunciation and very slowly he said: "For Hitler I did not want to die!" ... I consoled him: "Who the hell does?"

—REINHOLD PABEL, *ENEMIES ARE HUMAN,* 1955

EXPERT LEVEL 1942



At the Expert 1942 level, the campaign lasts from May 24, 1942 to March 28, 1943. As in the Expert 1941 game, you command 47 German units against 119 Russian units.

You get 10 points for capturing and holding Moscow, and 5 points each for Leningrad, Stalingrad, Gorky, Kazan, Kuibishev, and Krasnodar. All other cities are worth 2 points each.

You begin with a negative score. You receive points for destroying Russian armies. You lose points for your own losses. These losses may well be overwhelming if you attack the nearly impregnable Fortress of Sevastopol on the Crimean peninsula.

You are surrounded and on the defensive. Only a fool would fight on....

TOP SECRET

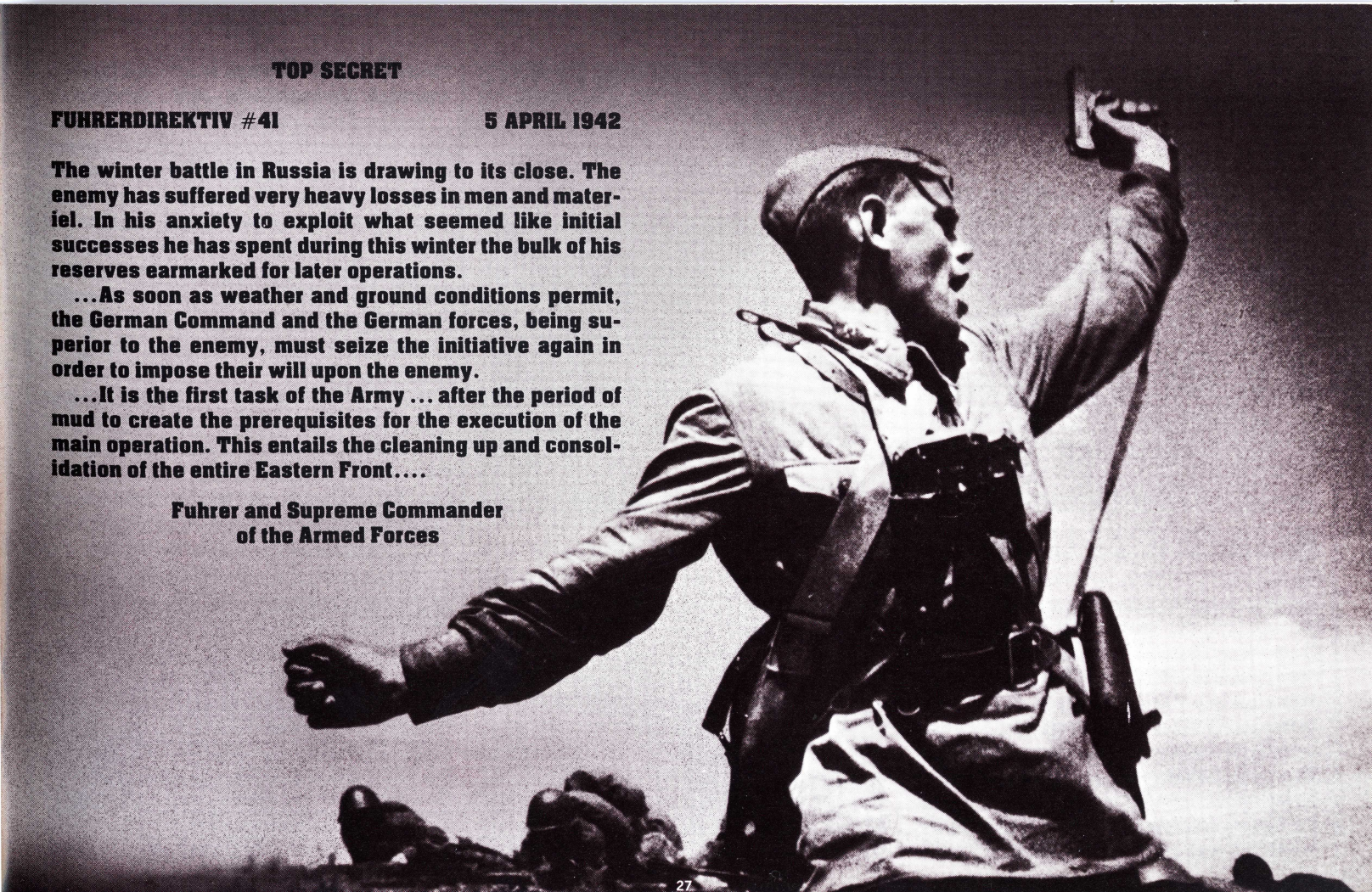
FUHRERDIREKTIV #41 **5 APRIL 1942**

The winter battle in Russia is drawing to its close. The enemy has suffered very heavy losses in men and materiel. In his anxiety to exploit what seemed like initial successes he has spent during this winter the bulk of his reserves earmarked for later operations.

...As soon as weather and ground conditions permit, the German Command and the German forces, being superior to the enemy, must seize the initiative again in order to impose their will upon the enemy.

...It is the first task of the Army ... after the period of mud to create the prerequisites for the execution of the main operation. This entails the cleaning up and consolidation of the entire Eastern Front....

Fuhrer and Supreme Commander
of the Armed Forces



APPENDIX

THE COURSE OF THE CAMPAIGN. The German plan of attack divided the Wehrmacht forces into three powerful army groups. Army Group North, the weakest of the three, was to move along the Baltic to capture Leningrad. Army Group South was positioned in southern Poland and given responsiblity for capturing the Ukraine and the Donbas. Army Group Center, the largest and most powerful, was to capture Minsk, then Smolensk, then Moscow. The fundamental strategy was to destroy the Red Army on the border and pursue the fugitives across Russia all the way to the Volga River. Hitler envisioned the Wehrmacht settling down to an occupation of the *Archangel-Astrakhan line* (roughly corresponding to the eastern edge of the EASTERN FRONT map) before winter set in.

The Germans achieved complete surprise when they attacked on June 22, 1941; the fact that an invasion of Russia made no economic, military, or diplomatic sense had a lot to do with it. The Soviet forces were caught completely unprepared and were chopped to pieces. The Red Air Force was destroyed on the ground in the first hours of the attack; those pilots and planes that did survive were shot out of the sky in short order. Red Army units were overrun, scattered, surrounded, or chased eastward.

The penetrations made in those first weeks were sensational. 8th Panzer Division covered 190 miles in four days. Other Panzer divisions made similar gains. The most amazing progress was made by Guderian's Panzer Group in the center; it went all the way to Minsk in the first week, cutting off four Russian armies. When the trapped armies were destroyed and the losses tallied up, the Germans found that they had captured 287,704 men, 2585 tanks, 1449 guns, and 242 aircraft.

Guderian followed that triumph with a furious Blitzkrieg on Smolensk. He gave the Soviets no time at all to recover from the disaster at Minsk. Each new defensive line was broken before it had time to firm up. The Soviet leadership found itself always one step behind Guderian, always playing catch-up. They were losing men and ground fast. On July 16—the 25th day of the campaign—Smolensk fell. The Germans had covered 440 miles in 25 days. Moscow was only another 220 miles.

At this point, Hitler intervened. Army Group South had faced rough going in the Ukraine. Despite one good encirclement that netted 100,000 prisoners, the Army Group had not made satisfactory progress. Hitler therefore turned Guderian's panzers southward, away from Moscow and toward Kiev. The Russian armies around Kiev were caught in a gigantic pocket

and destroyed. Over 650,000 Russian soldiers were trapped; it was the largest military encirclement in history.

Any other army would have been devastated by such losses—but the Red Army was still mobilizing, still gaining strength. By the time Guderian's tanks returned to the Smolensk area, the Soviets had prepared extensive defenses. A lull set in while the Germans prepared their offensive.

In the north, things had gone well. The Soviets had put up major resistance along the Luga River, but that resistance had been broken in August. By early September the Germans were within a few miles of Leningrad, and the Red Army, having given its all to stop Army Group North on the Luga, was in tatters. One last push would have taken the city. But Hitler, mindful of booby traps the Red Army had used in Kiev only a few weeks earlier, ordered Leningrad to be taken not by assault, but by siege. For two years Leningrad endured that siege, but it never fell.

In the south, Army Group South had resumed its advance once the Kiev pocket was mopped up. Facing only scattered resistance, it pushed forward steadily, but a good portion of its strength was sapped by the invasion of the Crimea and the attack on Sevastopol. This magnificent fortress was defended with determination and did not fall until July 3, 1942.

By September 30, the stage was set for the climactic battle of the campaign, the contest for Moscow. Hitler launched three panzer prongs under Hoth, Hoepner, and Guderian. The Soviets were again caught by surprise, not expecting a major offensive so late in the season. Hoepner and Hoth created not one but two pockets, at Bryansk and Vyazma, capturing another 650,000 prisoners, and the main Soviet armies defending Moscow were gutted. Virtually nothing remained between the Germans and their goal.

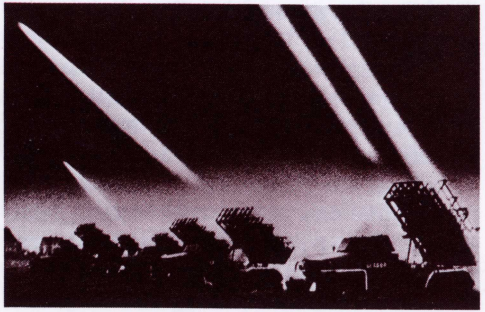
On the night of October 6, it snowed. The snow melted the next day and the German offensive stopped dead in its tracks, trapped in the *Rasputitsa*, the Russian mud. The Germans tried to struggle onward, slithering, crawling, dragging their guns behind them, but the mud brought all supply efforts to a halt and forced them to ration ammunition. The offensive was stopped.

On November 6, a cold front froze the mud. The Germans were elated; they resumed their drive on Moscow and closed in from the west and north. By November 26, they were within 15 miles of the Kremlin. But the cold was taking its toll. Hitler had been so confident of an early victory that no plans had been made to provide winter clothing for his troops. Many of them froze. On December 5, facing mounting resis-

tance, the Germans halted the attack.

In the south, Army Group South had closed on Rostov and captured that city. But the Army Group ran out of steam and had to fall back in the face of mounting Russian pressure.

In December the Russians began a counteroffensive. At first this consisted of local probing attacks, but as the Russians found that the Germans were unexpectedly weak, they began to attack all along the line. The Germans reeled back. Army Group Center began to break apart under the pressure. For a few desperate weeks, it looked as if the entire Army Group was about to collapse. Indeed, the Germans came very close to losing the whole war right then and there. This time, however, Hitler saved them. While several of his generals were advocating a wholesale retreat, all the way back to Poland, Hitler insisted on a strategy of grouping the men in small, fortress-like circles, and supplying them from the air. The trick worked. Russian



units poured through the German lines but could not destroy German formations. Neither could they penetrate to the rear because the Germans held all the key road junctions. The Russian counteroffensive petered out. When the mud returned in April of 1942, both sides were exhausted and a lull set in.

The Germans began their May offensive with a quick victory, trapping 7000 Russians and 300 of their tanks in a five-day blitz. However, this convinced the Red Army that it was time to change its tactics, and thereafter, rather than stand, fight, and be encircled, the Russians fought just long enough to force the Germans to deploy, then pulled out. As a result, German morale began to suffer, as time after time they attacked phantasms.

The next major German push found Hitler and his generals once more at cross purposes. Even as Army Group North, composed of 4th and 6th Panzer Armies, began its assault on Voronezh as a first step toward Stalingrad, the Fuhrer ordered 4th to leave 6th and help 1st Panzer Army in the south. 6th Army was already committed to its attack but was left without enough support to win, while 4th found 1st in excellent shape and only got in its way. 6th had to wait for 4th to return and provide support before it could move on to Stalingrad. But it was so fragmented by this time that the Russians had plenty of time to dig in before new attacks could be launched.

The city named for the Russian leader now became more a political symbol than a military objective. The Russian defense commander decreed that there would be no retreat, that every building would be a bunker. Hitler, on the other hand, ignored his army's mobile superiority to have them fight building by building as a test of national wills. Between September 13 and the end of October, the German 6th Army took 90 percent of the city. But when Paulus, the Ger-

man commander, saw a Russian buildup on his flanks and asked to pull back for the winter, he was refused. On November 11 the Volga froze, and a week later the Russians counterattacked across it. A week after that 6th Army was completely encircled.

Hitler ordered 6th to consolidate and hold the city while 4th fought its way in to rescue it. Von Manstein, 4th's commander, faced a difficult choice: wait until his full strength could be gathered, or attack before the Russians gathered theirs. He chose the former. On December 12 he moved, and a week later he was close enough to Stalingrad that 6th could have broken out to meet him. But Paulus's orders were unchanged: stand and fight. 6th did not leave the city, and 4th was forced to fall back.

The mood in Stalingrad became one of despair. Once again the Germans had no winter clothing and airlifted supplies couldn't make up the shortage. Temperatures fell to 49 below in January. Horses became a dietary staple. Disease took hold. Paulus asked Hitler again and again for permission to break out or surrender, but Hitler told him to hold on till spring. On January 31, 6th Army was lost.

Meanwhile, other Russian armies were pursuing 4th Army in its retreat. The pursuit snowballed, as more Russian armies joined in and more German armies were obliged to fall back. It was not until February 22 that the Germans could stand and make a counterattack. In the next month they were able to make modest gains, but then the thaw came and everything ground to an inconclusive halt once more.

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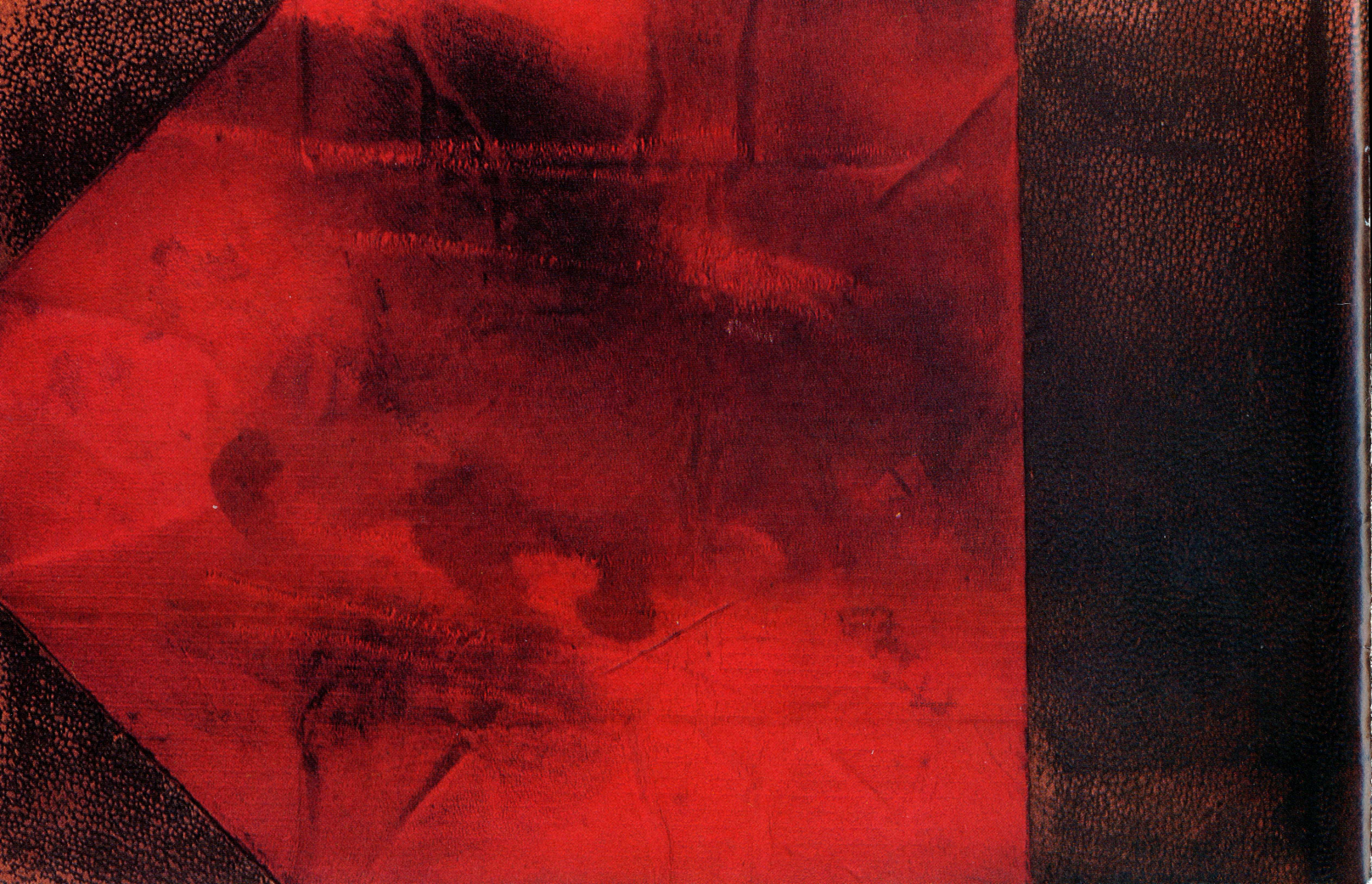
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